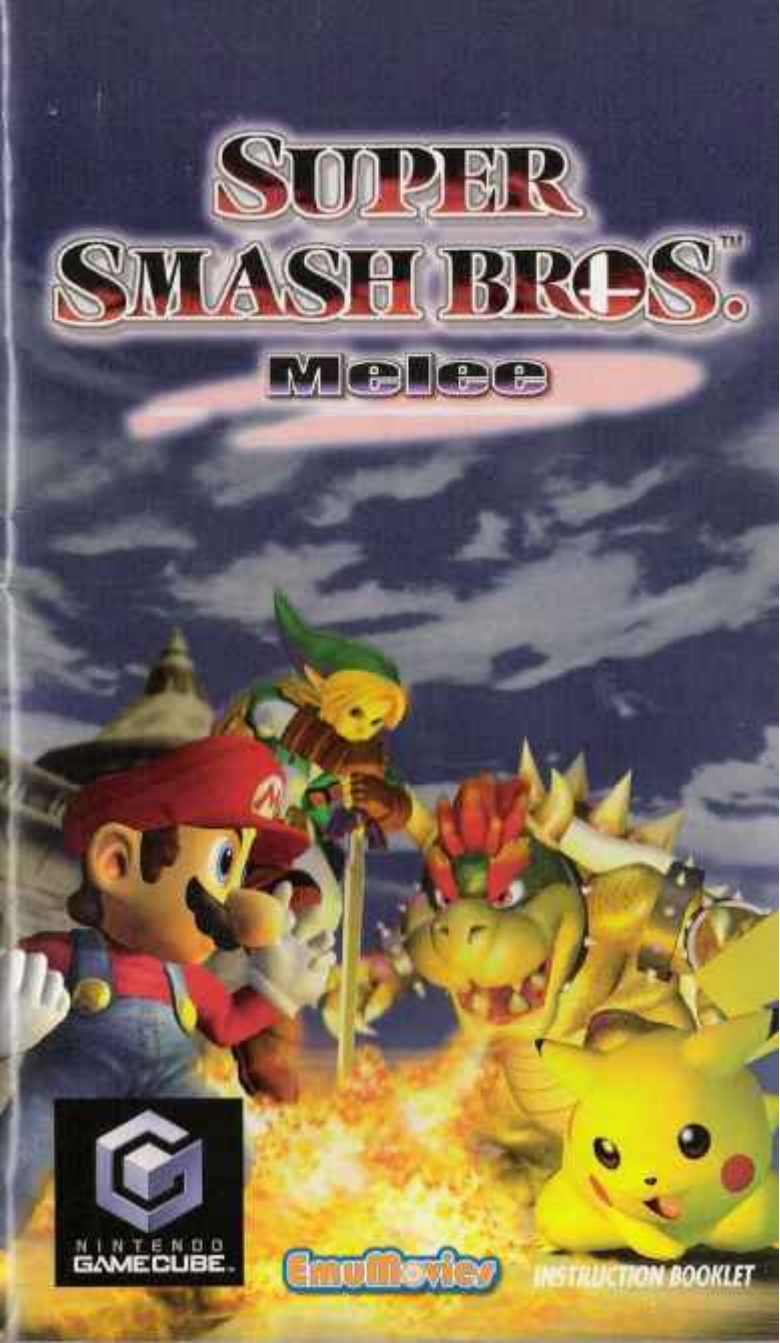
SUPER SMASH BROS.™ Melee



NINTENDO GAMECUBE

EmuMovies

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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You can visit our web site at www.nintendo.com for game play assistance.
For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 — U.S. $1.50 per minute
1-900-451-4400 — Canada $2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
Callers under age 18 need to obtain parental permission to call. (Prices subject to change)

TEEN
CONTENT RATED BY ESRB

TEEN (13+)
Comic Mischief
Mild Violence

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SUPER SMASH BROS.™ Melee

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ENTER THE FRAY

The object of Super Smash Bros. Melee is to attack your opponents and send them flying from the field of battle.

1

When a match starts, use the many techniques at your disposal to take the fight to your foes.

2

When your attack succeeds, your enemy's damage percentage, displayed at the bottom of the screen, increases. When it reaches a high number...

3

...use a powerful Smash Attack to blast your opponent off the screen!

TIP #1 Opponents with a high damage percentage fly farther when struck!

The distance enemies get sent flying is proportional to the amount of damage they have taken. Try to raise your foe's damage percentage as high as possible before attempting finishing blows.

When damage percentages are...

...low, it is hard to send opponents flying.

...high, opponents go sailing.

TIP #2 As long as you can make it back to the stage, it doesn't matter how far you've been sent flying away.

When an opponent smashes you and sends you soaring, don't give up! You can sometimes use your midair jump and Special Move to cover ground and return safely to the playing field.

When you're sent flying...

jump
↓
midair jump
↓
Special Move
to make your way back to safe ground.

Using the Controller

Use the Control Stick to move and the A and B Buttons to attack.

L and R Buttons

Shield

Page 14

(+ A) Grab

Page 15

Z Button

Grab an enemy

(You can also press L + A or R + A simultaneously to grab.)

Y Button/X Button

Jump

A Button

Use Standard Attacks

Page 11

START/PAUSE

Pause

Control Stick

Move, Jump

Page 10

+ Control Pad

Taunt

C Stick

One-Player Mode:
Zoom Camera

VS. Mode:
Use Smash Attacks

B Button

Use Special Moves

Page 13

For information on individual Special Moves, see pages 36-43.

• Additional control instructions can be found on later pages.

Basic Moves

Moving the Character

You can also use or to jump

Tilt the Control Stick in the direction you want to move. Tap the Control Stick to dash and jump.

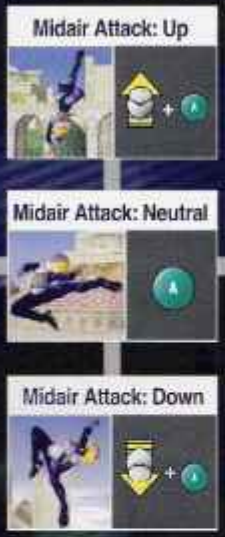
Standard Attacks (+)

Perform Standard Attacks by using the Button by itself or in combination with the Control Stick.

Continued on Page 12.

Midair Attacks Are Possible in All Directions!

Perform attacks in midair by pressing A. Use A in combination with the Control Stick to attack in any direction.



Climbing Up Edges

Characters can grab the edges of platforms in Super Smash Bros. Melee. Grabbing edges and climbing up them is a fundamental part of traversing terrain and successfully performing recovery moves.

When hanging from an edge, press ↑ to climb up.

NOTE

You can jump or attack as you are climbing up edges. Practice both techniques and use them strategically.

Special Moves B (+)

Perform Special Moves by pressing B or by pressing B and the Control Stick. When performed properly, Special Moves produce attacks that are unique to the character being used.

Each Character Has Four Special Moves

Donkey Kong — Giant Punch

Press B to wind up, and B again to punch!

Yoshi — Egg Throw

The longer you hold B, the farther you'll throw the egg. Use the Control Stick to direct the angle of the toss.

Link — Boomerang

Hold the Control Stick for a greater throw distance! Tilt the Control Stick up or down on release to set a high or low flight pattern.

Mario — Mario Tornado

Press B repeatedly at the beginning of the technique to send Mario spinning skyward.

NOTE

Each character has four different Special Moves. See pages 36-43 for more details.

Defensive Shield

L or R (+)

Press L or R to shield and deflect enemy attacks. The more you depress the button, the smaller your shield becomes. Use your shield to ward off blows and keep your damage percentage low.

Use L or R to shield

Tilt the Control Stick to shift the position of the shield.

NOTE

Shields become smaller as they absorb attacks and as time passes. If held too long or hit with overpowering blows, shields break, leaving the characters stunned and momentarily unable to move.

Use the Control Stick for Advanced Defensive Moves

Tap while shielding to perform some nifty defensive maneuvering. With practice, you will nimbly sidestep incoming attacks or even circle around enemies like a matador!

Roll Backward

Shield

Roll Forward

Dodge

NOTE

If you press L or R in midair, you'll perform an Air Dodge. With the Control Stick, you can even Air Dodge in any direction.

Grab and Throw

L + A or R + A (or Z) (+)

Grab

When you're close to an opponent, press L + A or R + A to reach out and grab him or her. Once you've got an enemy in your clutches, you can attack him or her by pressing A, or use the Control Stick to hurl your foe away.

Throw Up

Throw Backward

Grab and Attack

Throw Forward

Throw Down

Getting Started

Insert the Nintendo GameCube Game Disc and a Nintendo GameCube Memory Card (sold separately) into the console, close the cover and turn the POWER Button ON. After the Super Smash Bros. Melee title screen appears, press START/PAUSE.

Things to Remember About Saving and Memory Cards

1. ★ Insert the Memory Card into Memory Card Slot A.
   ★ To save Game Data, the Memory Card must have eleven (11) blocks of space open.
   - To save Snapshots in Camera mode, you'll need additional blocks (see page 33). It's best to insert a Memory Card with a large number of empty blocks in slot B.
2. ★ Before beginning play, follow the on-screen instructions and create a file for this game on the Memory Card. (If there is already a file, all of your game progress will be saved to it automatically.)
   - Follow the on-screen instructions for saving Snapshots.
3. ★ Game Data is saved during game play. Do not remove the Memory Card during game play.

NOTE

During game play, do not repeatedly insert and then remove Memory Cards, press the POWER Button, or reset the game. Doing so may erase saved game data or cause damage to Memory Cards or the game console.

4. ★ When finishing game play, it is recommended that you return to the title screen before turning the power OFF.

Please refer to the Nintendo GameCube instruction booklet (Pages 18-20) for directions on how to format and erase Memory Card files.

Game Menus

1 One-Player Mode

The single-player Smash mode is full of variety–there are battles against computer-controlled characters, training sessions, and much more!

GAME 1 Regular Match

There are two unique one-player modes ready to play: Classic and Adventure.

Getting Ready to Play

Step One Selecting Characters

Move the cursor with the Control Stick then press A to pick up your game token. Place the game token on the character you want to play, and press A again to select that character. After you have chosen a difficulty level and number of lives, press START/PAUSE.

Difficulty and Stock Settings

Place the cursor on ◀▶ and press A.

Difficulty Levels

There are five difficulty levels: Very Easy, Easy, Normal, Hard, Very Hard

Stock Setting

The number of lives you have can be set to between one and five.

NOTE

On the character select screen, use or to change the color of your character's outfit.

Step Two — Starting the Game

Classic

In Classic mode, battle your way from stage to stage by either fighting computer-controlled characters or clearing special bonus stages.

Stage Map

VS. Stage

Bonus Stage

On VS. stages, you have to defeat (KO) computer-controlled characters to move to the next stage.

Time Remaining

Computer Stock

P1 Stock

P1 Damage

Computer Damage

Targets Remaining

Time Remaining

P1 Stock

P1 Damage

There are three types of bonus stages. You'll be awarded bonus points if you can successfully complete the missions on these stages.

NOTE

On the VS. stages, you'll find team matches where you're paired up with a computer-controlled character to battle two opponents, as well as stages where you must battle whole armies of enemies.

Adventure

This mode is a mix of VS. battles and side-scrolling action. Regardless of the setup, however, the goal remains the same—clear the stage and move on!

As you travel towards your goal, characters will appear and try to block your way. Avoid them, attack them...do whatever it takes to get by them and move on!

Time Remaining

P1 Stock

P1 Damage

NOTE

There are some areas that you won't be able to move past without KO'ing the enemies that block your path. Use all of your fighting skills to smash them and continue.

Step Three — Clearing Stages

You'll receive awards with corresponding bonus points after clearing stages in any Regular Match mode.

The Time Remaining Bonus corresponds to the speed with which you clear the level. The faster you clear the level, the higher the bonus you receive.

The Damage Bonus is based on the amount of damage you dish out. The more you punish your opponents, the higher your bonus is.

Special Bonus

After clearing a stage, you may receive some Special Bonuses that reflect your performance. Here are three examples of Special Bonuses.

Cheap KO
This is awarded when you KO an opponent from behind.

Perfect Aim
If you hit with every attack that you attempt, you'll receive this award.

All Ground
Successfully attack with all ground techniques to receive the All Ground award.

There are a ton of Special Bonuses for you to collect!

NOTE

If your stock reaches zero during the game, the Continue screen will appear (see page 45). If you choose YES, you'll continue from the last level you played. Choose No to end your game and return to the 1-P Regular Match menu screen.

GAME 2 — Event Match

These special situation matches take place on various stages. There is no set order for clearing them, so try to clear them in any order you please.

Getting Ready to Play

Step One — Selecting an Event

NOTE

The character you use is set on some events and left to your preference on others. On the events where you choose your character, the Character Select screen appears once you have confirmed your event choice.

Step Two — Starting the Game

Not all Event Matches are as simple as defeating your opponent. Some of the matches have additional conditions or goals that must be met. Don't forget to check the explanation before you begin!

NOTE

After you clear a set number of Event Matches, a new set of Event Matches will open up. How many Event Matches could there be?

GAME 3 Stadium

Stadium contains a number of special games with unique sets of rules.

Getting Ready to Play

There are three game options in Stadium: Target Test, Home-Run Contest, and Multi-Man Melee. Multi-Man Melee contains a menu of melees to choose from.

Step One — Selecting a Multi-Man Melee Type

Melee Menu Screen

There are six different melee types to choose from.

- Melee Name
- Melee Explanation

Step Two — Selecting Characters

Character Select Screen

You can check the high scores for the melee selected on this screen.

High Score Display

- High Score = This is the high score for the player selected.
- Total High Score = This is the high score among all playable characters. (This may not appear on some levels until you have cleared it with all the available playable characters.)

You can enter a name in the character window. See page 35 for instructions.

Step Three — Starting the Game

Target Test

In this game, you have to race the clock to destroy 10 specially placed targets. All Target Test stages are designed specifically to challenge the selected character.

Home-Run Contest

Your goal in the Home-Run Contest is to smack Sandbag around for a few seconds and then unload on him with the Home-Run Bat to send him flying as far as you can. The more damage you do before belting him with the bat, the better.

Multi-Man Melee

The Fighting Wire Frames are waiting for you! Select a melee, check the rules, and get ready to take on these mysterious goons.

NOTE

Target Test High Score

If all targets are not broken, the high score is based on the total number broken.

→ If all targets are broken, the high score is based on the time it took to destroy the targets.

When all available characters have broken all the targets, the total time is also displayed.

Home-Run Contest high scores are displayed for individual characters.

GAME 4 Training

Need to polish your grabs? Work on attack combos? The Training mode allows you to pick an opponent and set some very specific battle conditions for you to practice, practice, practice!

Getting Ready to Play

Step One Selecting Characters

Character Select Screen

Select your character by placing P1 over the character icon, then select a computer-controlled character with CP.

Max Combos
This is the highest number of consecutive hits scored with the selected character. See the NOTE! section below for more information.

CPU Character Window

You can enter a name in the character window. See page 35 for instructions on entering a new name.

NOTE!
Once you strike an opponent, they takes damage and are unable to move for a brief moment. Combos are the consecutive attacks that you string together during that time to prevent them from recovering their balance.

Step Two Selecting a Stage

Stage Select Screen

Select a stage to play, and press A to confirm your choice. Once you have done this, training will begin.

Selected Stage

Selected Stage Name

Step Three Starting the Game

Training Screen

Selected Speed

CPU Damage

Player Damage

Selected CPU Movement Pattern

Damage of Last Attack

Number of Consecutive Hits

Total Damage of Current Series of Attacks

Set Up on the Pause Screen

Pause Screen

Press START/PAUSE to halt the training session and display the setup menu. Use the Control Stick to alter the parameters of the training session.

Speed
Set the movement speed to various levels including x 2 and 1/4.

Items
Set the items that will appear during the course of battle.

No. of CPUs
Increase the number of computer-controlled characters here. You can have a maximum of three CPU characters, all the same.

CPU
Want to practice against an evading enemy? How about a jumping one? Set the CPU's movement pattern to customize your training session. Another human can also control the CPU character by inserting an additional controller and setting movement to Human.

Reset
Select Reset to set all menu options back to their original state.

Camera
Get a new point of view by changing the camera setting. Select Free to move the camera as in Camera Mode.

CPU Damage
This option allows you to freely set the damage percentage for all CPUs from 0 to 999.

Finish
Select Finish to end your session and return to the Character Select screen.

Game Menus
2 VS. Mode

Set rules for a VS. match against friends or CPU characters.

GAME 1 — Melee

Melee is the original Super Smash Bros. standard. See page 34 for instructions on setting up the rules to customize your battles.

Getting Ready to Play

Step One — Selecting Characters

Place your game token on the character you want to play, and press the A Button to confirm your choice.

Switching VS. Modes and Setting Rules

Switching VS. Modes

Place the cursor here and press A to switch between Melee and Team Battle.

Rules

Place the cursor here and press A to display the Custom Rules menu.

Character Window

The character window allows you to set up handicaps, CPU difficulty levels, teams, etc. It also functions as a display for in-game information.

1 Player Switch

Set the character control to Human for players, CPU for the computers, or N/A to close a window.

HMN CPU N/A

2 Team Color Switch

Use this to set teams during Team Battle. The three team colors are red, blue, and green.

RED → BLUE → GREEN

3 Handicap

When the handicap rule is turned ON on the Custom Rules screen, the handicap level indicator appears in the character window. Use the cursor to set a handicap level. The lower the handicap, the weaker that character will be.

4 CPU Level

Set the level of any participating CPU. The higher the level, the more powerful the CPU.

To set handicap and CPU levels, place the cursor on the indicator, press A to grab it, and then move ◀▶ to raise or lower the level.

5 Character Name Display

HMN You can enter saved names or enter new names for human-controlled characters. See page 35 for details.

6 KO Stars

One ★ is displayed for every KO you have achieved.

Step Two — Selecting a Stage

Stage Select Screen

To select a stage to play on, place the cursor on a stage and press A to confirm your choice. The computer will choose a stage if you press START/PAUSE on this screen.

Currently Selected Stage Icon

Random Stage Select Icon

Currently Selected Stage Name

Step Three — Starting VS. Matches!

The VS. Match game screen varies slightly in appearance depending on the rules implemented for that particular match.

During Coin Battles, the number of coins earned is displayed here.

For Stock Battles, this display represents the number of lives a player has remaining.

Play Screen

The time remaining in the match. If the time limit is set to NONE on the Custom Rules screen, the time-remaining display will not appear.

Damage Display

During Team Battle, the character icons are displayed in the color of the team of each competitor.

NOTE

To quit a match before a winner has been decided, press START/PAUSE and input the control displayed below. No results are displayed for matches ended in this way.

Step Four — After the Match: The Results Screen

Once a match is finished, the Results screen is displayed. Depending on the rules used during the match, the Results screen may vary slightly.

1. Match Type Display
2. Winning Player/Team

Results Screen

Number of Coins Earned

Number of KOs
Number of Falls
Number of Self-destructs

Total = KOs - (Falls + Self-destructs)
In Stock Battles, the time in which you were eliminated is shown here. In Coin Battles, the total number of coins you earned appears instead.

Character Name and Placing

Results Screen (Secondary Info)

Press A on the Results screen to check on secondary info recorded during the battle.

Check to see which players you KO'd and who KO'd you.

Use

View even more detailed results, each listed individually.

Use to scroll through the results.

NOTE

All melee results are automatically saved. Check Melee Records under Data from the main menu to peruse all of the recorded melee information.

GAME 2 Tournament Melee

The Tournament Melee is perfect for those times when you have five or more people ready to play. Customize the rules (see page 34) to set up a melee that is just right for you.

Getting Ready to Play

Step One — Setting Up Tournaments

Answer the on-screen questions in the order they appear to set up a tournament. The rules and values you set may differ depending on the type of melee you choose.

Melee Setup Flow Chart

Match Type: Tournament	Match Type: Winner Out/Loser Out
No. of Simultaneous Combatants	No. of Entries
No. of Entries	No. of Simultaneous Combatants
No. of Humans (No. of CPUs)	No. of Players Out
Stage Selection	
CPU Level	

NOTE

Computer-controlled characters can compete in tournaments, but they cannot take part in Winner Out or Loser Out melees.

Once you have finished setting up your tournament, a confirmation screen, like the one shown here, will appear.

- **OK** — Select this to begin player setup.
- **Option** — To customize the rules further, choose this option. For more on rules, see page 34.
- **Redo** — If you want to begin the setup process again, select Redo.

Step Two — Setting Up Players

Select characters, enter new names, or load saved names for each player on this screen.

Entering New Names & Loading Saved Names

Place the cursor here and press A to enter a new name or load a saved name. See page 35.

Changing Characters

Press A when the cursor is here to bring up the Character Select screen. Use the Control Stick and the A Button to choose a character. Press L or R to change the color of your character's skin or clothing.

Step Three — Begin Battle

The Controller to be used by each player is displayed here. Please use the Controller that matches your character and name.

Player Name

Once the player setup has been completed, the competition will begin. When there are a lot of people playing, be sure that you have the Controller that matches your name and character.

NOTE

For Tournament melees, the Result screen is the same as in standard Melee mode. In Winner Out and Loser Out melees, use ◀ ▶ to select a character.

GAME 3 Special Melees

These are matches set up under unique rules. Camera Mode lets you take photographs of on-screen action.

Battle Under Ten Different Sets of Rules

There are ten Special Melees, each with its own challenge.

Camera Mode

Use the Controller inserted into Controller Socket 4 to take on-screen photos.

Giant Melee

All contestants are giant-sized, as if they had eaten a Super Mushroom.

Stamina Mode

Each player starts with an equal number of health points (HP). If a player's HP reaches zero, he or she is out.

Tiny Melee

All competitors appear as if they had consumed a Poison Mushroom and been shrunk to miniscule proportions.

Super Sudden Death

The action is fast and furious in this melee, where all contestants start out at 300% damage.

Fixed-Camera Mode

There are no close-ups and no pan-outs here. The camera is set and will not move.

Invisible Melee

Now you see'em...well, actually, it's hard to see anyone in this suspenseful event match.

Lightning Melee

Fast, faster, fastest! This mode launches everyone into super speed.

Single-Button Melee

All you can use are ● and ●. An absolute must for beginners.

Slo-Mo Melee

Molasses seems speedy compared to the characters in this watch-every-move melee.

Playing Special Melees

Step One Selecting Characters and Stages

Once you've selected a Special Melee, you'll need to select characters and a stage to battle on. The selection method is the same as in other modes.

Step Two Beginning Melees

After GO! appears on screen, fight like you would in any other match. In Camera Mode, follow the instructions below to take photos of the on-screen action and save them to a separate Memory Card.

To take photos in Camera Mode, insert a Controller into Controller Socket 4. (Try to use a Memory Card with as many empty blocks as possible in Slot B or a fairly empty card in Slot A.)

Press ● on the Controller inserted into Controller Socket 4 at any time during game play to take a photo.

Use ● on the Controller inserted into Controller Socket 4 to take photos.

Camera Mode Screen

After you have taken a Snapshot, you can press ● to save that photo data to a Memory Card. Follow the on-screen camera controls to take impressive pictures.

Press ● on the Controller inserted into Control Socket 4 to save photo data.

GAME 4 Custom Rules

In VS. Mode, you can set up a number of rules to alter the flow of competition.

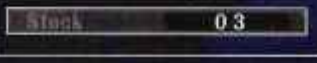
How to Customize Rules

Custom Rules Screen

Select a Menu Option

Select a Rule Option

If you select Stock, the Stock number menu will appear.



Use to set the frequency with which items appear.

Use the Control Stick to select an item, and press A to turn that item ON or OFF.

Item Switch Screen

Additional Rules Screen

Additional Rules are set up in the same manner as all other rules.

NOTE

If you select the area the cursor is pointing to in the picture below, you'll advance to the corresponding Custom Rules setup screen.

GAME 5 Name Entry

If you enter a name, all data played under that name will be saved automatically.

How to Enter a Name

Main Name Entry Screen

New	Enter a new name.
List	Arrange saved names in alphabetical order.
Erase	Erase a saved name of your choosing.

If there are more than 24 names saved, use L and R to scroll through the names.

Entering a New Name

If you select Random, a name will be pulled from the data bank and assigned to you.

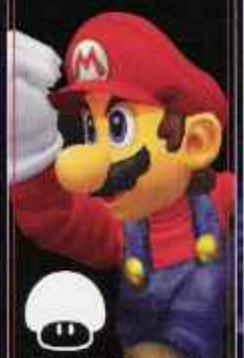
Use the Control Stick to move the cursor and A to make a selection.

NOTE

If you place a cursor in a character window and press R, all saved names will appear in the window.

You can play under an existing saved name.	Select the name you want to use.
You can enter a new name.	Select NAME ENTRY.

MARIO



A well-rounded hero who boasts a balance between offense and defense.

Fireball

Shoot bouncing balls of fire horizontally. They vanish as they slow.

Cape

Reflect projectile attacks and spin enemies around.

Super Jump Punch

Attack opponents while jumping or leap to get back to the stage.

Mario Tornado

Engulf opponents in a high-speed spin. Tap A while attacking to float up.

BOWSER

A mighty foe that trades speed for pure power.

Fire Breath

The fire flows while you hold A, but it weakens over time.

Koopa Klaw

Grab and bite close enemies or slash those who are further away.

Whirling Fortress

Spin on the ground to launch opponents skyward, or do it to get back to the stage.

Bowser Bomb

Leap up and plunge onto enemies rapidly with considerable force.

PIKACHU

A Pokémon that excels at clever fighting.

Thunder Jolt

Use this ground-hugging projectile attack while standing or jumping.

Skull Bash

Hold A to charge up for a high-powered attack.

Quick Attack

Tilt ● immediately before moving to control direction.

Thunder

Call thunderbolts down from the sky. They won't pass through terrain obstacles.

PEACH

A princess with royal recovery abilities.

Toad

Counter enemy attacks by blocking them with Toad.

Peach Bomber

Jump in the air and blast opponents with a powerful explosion.

Peach Parasol

Use a parasol to float gently down from the sky or to recover.

Vegetable

Pluck vegetables from the stage and hurl them at enemies.

CHARACTERS

YOSHI

A dinosaur that boasts surprising jumping prowess.

Egg Lay

Paralyze enemies by swallowing them and laying them as eggs.

Egg Roll

Use control stick to control speed and direction.

Egg Throw

Hold B for distance and tilt control stick to control its direction.

Yoshi Bomb

Pound enemies directly or shock those nearby with stars when you hit the ground.

CAPTAIN FALCON

A bounty hunter who boasts speed and power.

Falcon Punch

Release a fiery blow after a brief charge.

Raptor Boost

Follow up a quick dash with a powerful uppercut that lifts enemies into the air.

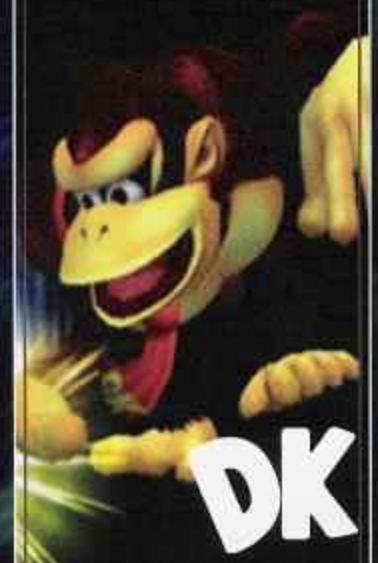
Falcon Dive

Grab an enemy then propel him or her into the air.

Falcon Kick

Perform a sliding kick on the ground or a diving kick from the air.

DONKEY KONG



An ape with overwhelming girth and power.

Giant Punch

Press B to charge, then again to punch. Press L, R, or Z to stop charging.

Headbutt

Smack opponents and drive them into the ground.

Spinning Kong

While it doesn't gain much altitude, this move covers a lot of horizontal ground, making it an effective recovery move.

Hand Slap

Press B to deliver this earth-shaking move and send nearby enemies skyward. It can be used over and over again.

FOX McCLOUD

A wily fox that uses speed to keep enemies off balance.

Blaster

Tap B to fire repeated shots of high-speed Blaster beams.

Fox Illusion

Dash right through enemies, attacking them with an illusion.

Fire Fox

Charge up power, then blast off. Also use it to get back to the stage.

Reflector

Reflect projectile attacks back at enemies.

CHARACTERS

NESS

A psychic boy with a distinct midair jump.

PK Flash

Hold B to charge this powerful psychic attack.

PK Fire

Hit enemies and items with a pillar of burning flame.

PK Thunder

Strike yourself with thunder to become an electrified projectile.

PSI Magnet

Absorb enemy energy attacks and recover health.

KIRBY

A puff ball that floats through the sky and boasts a variety of moves.

Swallow

Press B once to swallow an enemy, then B again to copy his or her power. Press ✚ to discard the copied power.

Hammer

Swing a mighty hammer vertically in the air or side-to-side on the ground.

Final Cutter

Soar into the sky, then dive down with this cutting move that unleashes a shock wave.

Stone

Transform into heavy objects and become invulnerable for a brief period.

ICE CLIMBERS

A mallet-swinging duo from the icy peaks.

Ice Shot

Release sliding blocks of ice that follow terrain but bounce off walls.

Squall Hammer

Join Nana in this attack for a powerful succession of blows.

Belay

Popo throws Nana, who attacks enemies and then pulls Popo up behind her.

Blizzard

Attack as a pair with a freezing wind that shoots out on either side of you.

SAMUS

A space warrior with an arsenal of long-range projectile weapons.

Charge Shot

Hold B to charge up power, then press B again to fire. Press L, R, or Z to stop charging.

Missile

Release guided missiles or tap ✚ to launch powerful direct shots.

Screw Attack

Attack with a spinning jump. Also use it to get back to the stage.

Bomb

Drop bombs that explode after a few moments. Use the explosions to jump higher.

ZELDA

A graceful princess with powerful magical attacks.

Reflect projectile attacks or attack nearby foes.

Hold and tilt to guide the attack. Release to unleash it.

After spinning once, warp in the direction that you tilt .

Change into Sheik. Enemy attacks halt the transformation.

SHEIK

A mysterious warrior whose moves allow her to flow across battlefields.

Hold then release to throw a barrage of tiny darts.

Hold down and use to brandish Sheik's Chain. It can be used for both offense and defense.

Change into Zelda. Damage percentage before and after the transformation remains the same.

After the signature explosion, use to direct Sheik's warp.

LINK

A sword-wielding hero who also boasts long-range attacks.

Hold then release for swift, long-range arrow attacks.

Tap for longer range and tilt up or down to aim it.

Perform this in midair to use your momentum to recover.

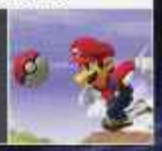
Pull bombs out and press the to hurl them at enemies.

You may encounter other characters besides the ones introduced here. It's up to you find them and flush them out!

ITEMS

Press A to pick up and to use items.

Projectile Items



A Throw

Non-Projectile Items

+ + or + + (or) Throw

Unwanted Items

+ or + (or Z) Drop

+ + or + + (or +) Tap to Smash Throw

Containers

Break them to reveal items.

Party Ball

Items fall out after it breaks open.

Recovery Items

Recover damage.

Maxim Tomato

Recover up to 50% points of damage.

Performance Items

Grab them for immediate effects.

Bunny Hood

Increases speed and jump ability.

Battering Items

Hit enemies directly.

Parasol

Tilt in midair to float down slowly.

Shooting Items

Fire at distant enemies.

Super Scope

Fire multiple shots or a powerful charged-up shot.

Projectile Items

Throw them at enemies.

Freezie

Freeze an enemy temporarily when you hit him or her.

There are many other items besides the ones shown above.

Game Menus 3 Trophies

Choose this option to get trophies and view your trophy collection.

Get Trophies in the Lottery!

Use coins earned in battles (see below) to get trophies of a variety of different characters from Nintendo's storied past.

Chance of Getting a New Trophy

This shows the likelihood you will get a new trophy. Use more coins to improve your chances.

Lottery Controls

- Increase Coins
- Decrease Coins
- Z Use all Coins
- A Pull Lever
- B Decrease Coins by 1 or Return to the Previous Screen

NOTE

The more you play the game, the more coins you get. Earn as many coins as you can and try to collect every trophy!

Game Menus
4 Options

Choose Options to change game-play settings.

Rumble Settings

Turn the Controllers' built-in Rumble feature ON or OFF. You can change the settings for specific Controllers or just for specific registered names.

NOTE

Name settings override Controller settings. If a name is set to OFF, but the Controller is set to ON, the Rumble feature will be turned OFF when that name is used.

Sound

Change in-game sound settings to Stereo or Mono or adjust the mix of background music and sound effects.

Language Setting

Set the language display to either English or Japanese.

Screen Display

Turn the game's deflicker function on or off. Use the setting that looks best on the TV you are using.

When Deflicker is on...
The game graphics are softened, but may look slightly blurry.

When Deflicker is off...
You may see more edges, but the graphics look crisp overall.

Erase Data

Erase some or all of the Super Smash Bros. Melee data saved to your Memory Card.

Note: Erased data can never be recovered, so be careful before erasing anything. Keeping an extra copy of your data might be a good idea.

Game Menus
5 Data

Check the records to view a wide variety of game data.

Snapshots

View the pictures you snapped in the special Camera Mode (see pg. 33).

Archives

View a tutorial or special movie.

Melee Records

If you have data saved to a Memory Card (see pg. 16), you can view records for the game, individual characters, and registered names.

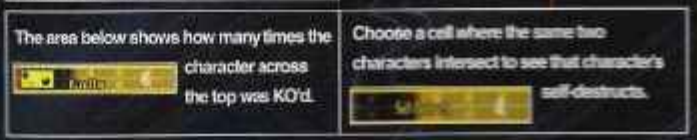
VS. Records

See records of all KOs.

NOTE

You can flip between records pages by pressing L or R.

Falls Screen



Detailed Data Screen

View detailed records.

Change Character (or Name)

Scroll Through Data

Best Five Screen

View the five best records for each line of data.

Scroll through records.

NOTE

Press or to view detailed data for registered names. Controls for viewing the data are the same as for viewing character data.

Bonus Records

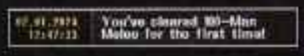
View any special bonuses earned.

Misc. Records

View other records, including the number of times Super Smash Bros. Melee was turned on and how many hours you've played.

Special

Check the date and time that hidden features in the game were unlocked.



Customize! There Are Many Ways to Play!

Super Giant Melee

1-4 Players

Choose the Giant Melee under the Special modes, then set the Item Switch so that only Super Mushrooms appear. Get ready for a true clash of the titans!

▲ Grab a Super Mushroom to become a gargantuan beast on a tiny stage!

▲ Playing with all the same characters can be a riot.

Super Projectile Match

2-4 Players

Choose a Stamina Battle under Special Melee, and then choose only characters that have projectile attacks. Prohibit all direct attacks and fight using only projectiles. Fight on a stage that has little level ground and many places to hide and take cover.

Temple Race

2-4 Players

Play a Melee battle in Time mode. Set the time and choose the Hyrule Temple stage. Choose a particular route, then see who can complete the most laps within the time limit.

King of the Rock

2-4 Players

Play a Melee battle on the Kongo Jungle stage and set the time to one minute. Position all players on the rock on the right side of the stage, then fight for control of the rock. The player in control when time runs out wins the match.

Can You Think of Other Ways to Play?

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